



DARPATech 2000

Warfighter Visualization

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Thrust Areas



- **Visualization Tools for Individuals and Small Teams**
- **2D and 3D Environments**
- **Targeting from Unmanned Aerial Vehicles**



Warfighter Scene Overlays

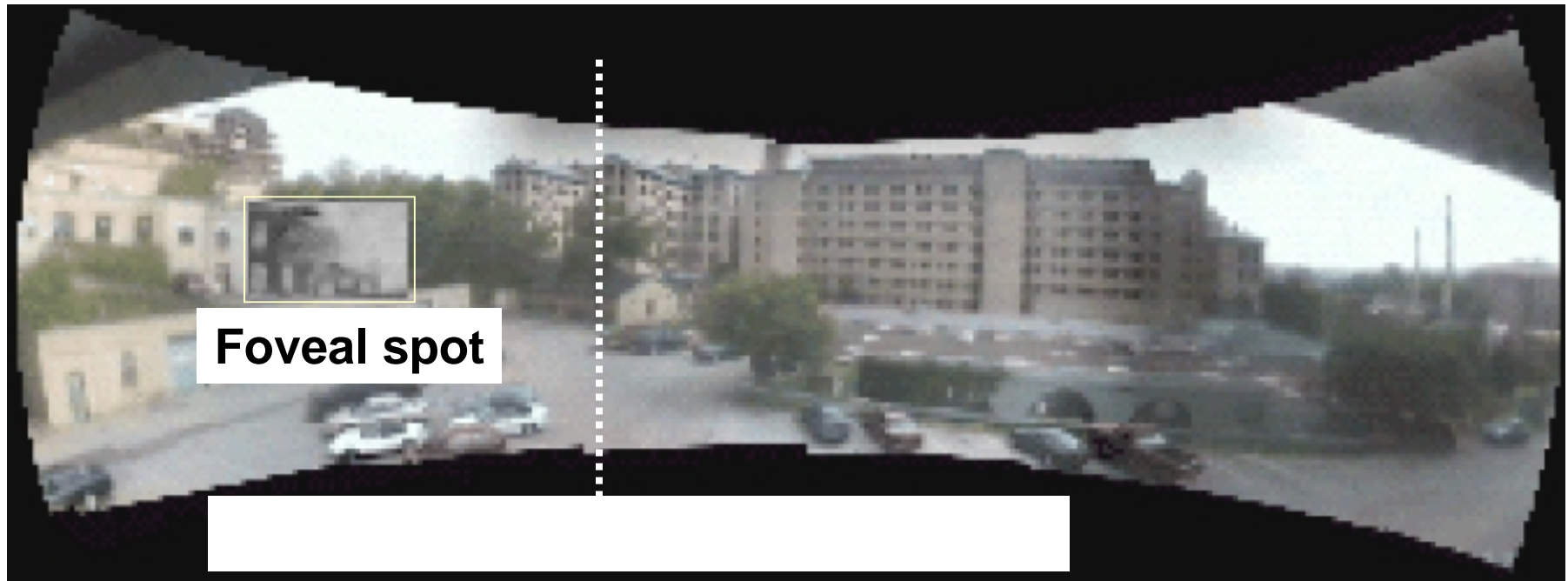


- Tactical annotations in “warfighter coordinates”





See Through Turret



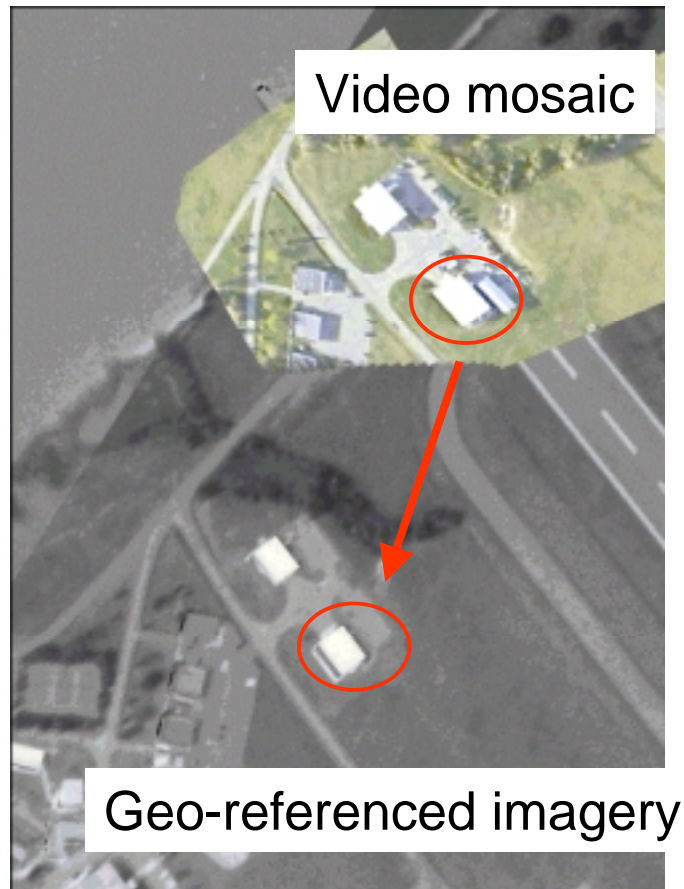
- 360° views for “buttoned up” commander



Honeywell, Sarnoff



Real-time UAV Video Geo-registration



TIGER Targeting System: Used during Allied Force



JSTARS-UAV Cross-Cueing



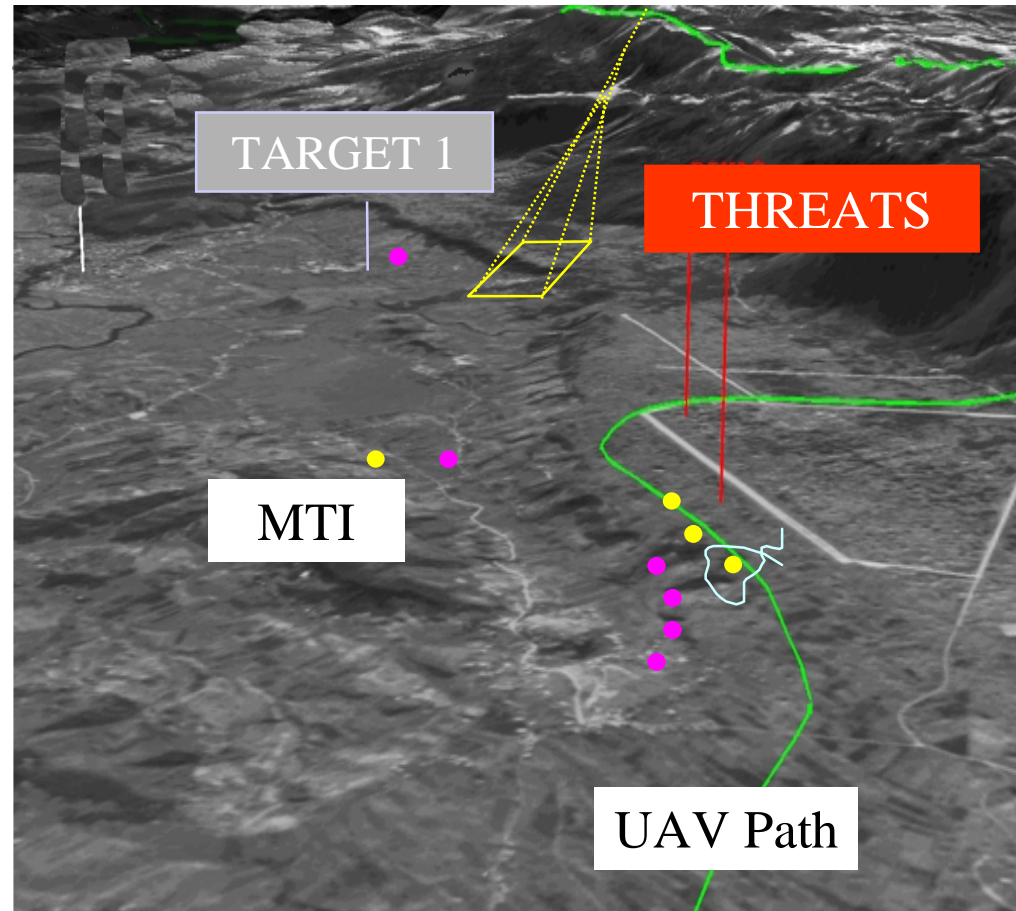
- Visualization for UAV sensor operator



JSTARS



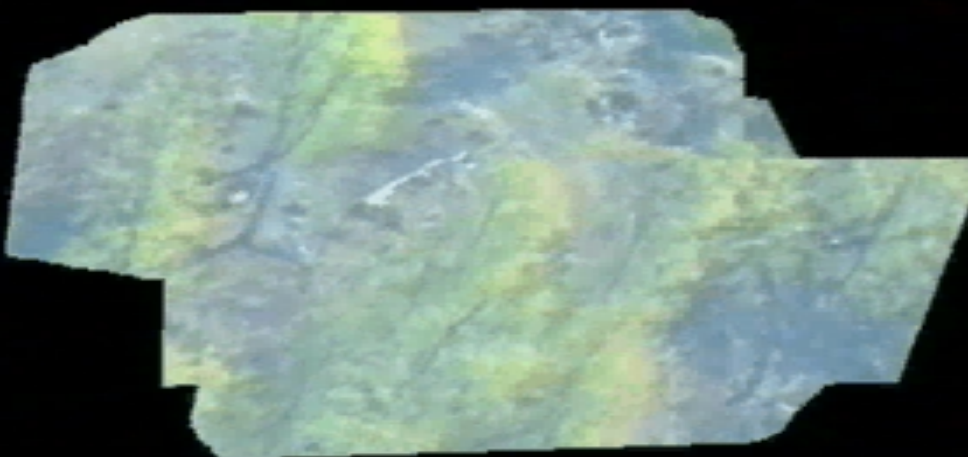
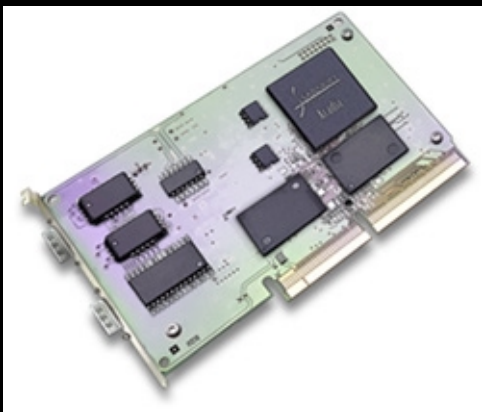
PREDATOR



Cambridge Research, USAF UAV Battlelab



Sample Acadia Chip Capabilities



Moving Target Indication



3D Visualization



GOALS

- Registration of video to 3D model
- Projection of new views



Raw ground video



Raw aerial video



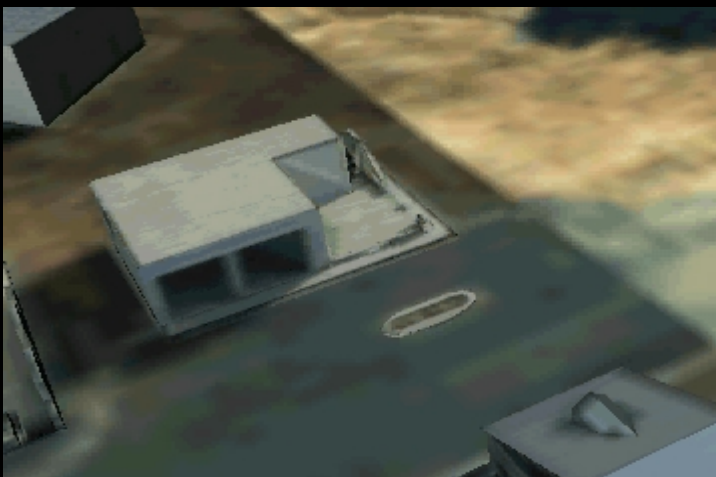
3D Visualization Results



Video registered to model



"Flashlight" video



Re-rendered view



Runner's Viewpoint